

C H A R L E N E lee R E E D

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S K I L L S E T

- * Excellent working knowledge of Adobe Photoshop, ImageReady, Indesign/ PageMaker and Microsoft Word.
- * Practiced in Autodesk Maya, Macromedia Flash, Fireworks, Dreamweaver, Adobe Premier and HTML.
- * Professional freelance artist with extensive knowledge of various media and artistic techniques.
- * Outstanding computer skills (Macintosh and Windows).
- * Exceptional communication skills.
- * Skilled in web design.

E M P L O Y M E N T

November 2006 - August 2007
Dread: The First Book of Pandemonium - Interior Artist

- * Created personalized commission requests for Rafael Chandler involving macabre and horror.
- * Responsible for personal management of deadlines, book keeping and timeliness of duties.

May 2006 - Present
Funcom Inc/ AS - Product Quality Assurance

- * Worked individually and in teams to locate and reproduce software defects.
- * Isolated software/hardware incompatibilities.
- * Communicated with directors, coders, scripters and artists to ensure seamless integration of software features.
- * Integral in generating and maintaining software defect database.
- * Applied quality assurance standards to subsequent versions of software.
- * Tested all facets of software giving feedback vital to the development process.
- * Shipped title: Anarchy Online: Lost Eden Expansion.

June 2005 - May 2006
RedStorm Entertainment - Quality Assurance Technician

- * Applied QA standards to various iterations.
- * Responsible for writing bug reports compliant to format standards and regression of gaming software.
- * Communicated with RedStorm coders, designers and texture artists.
- * Shipped titles: Rainbow Six: Lockdown (PS2 and PC) and Ghost Recon: Advanced Warfighter.

E D U C A T I O N

December 2003 - December 2004
School of Communication Arts in Raleigh
Certificate: Basic 3D Digital Animation